



UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/698,507	10/26/2000	Rolf E. Carlson	xRCA-12	3367
38637	7590	12/08/2004	EXAMINER	
PETER I. LIPPMAN 17900 MOCKINGBIRD LANE RENO, NV 89506			HOFFMAN, BRANDON S	
			ART UNIT	PAPER NUMBER
			2136	
DATE MAILED: 12/08/2004				

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary	Application No.	Applicant(s)
	09/698,507	CARLSON, ROLF E.
	Examiner	Art Unit
	Brandon Hoffman	2136

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1) Responsive to communication(s) filed on _____.
 2a) This action is **FINAL**. 2b) This action is non-final.
 3) Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4) Claim(s) 1-60 and 62-71 is/are pending in the application.
 4a) Of the above claim(s) ____ is/are withdrawn from consideration.
 5) Claim(s) ____ is/are allowed.
 6) Claim(s) 1-60 and 62-71 is/are rejected.
 7) Claim(s) 62-71 is/are objected to.
 8) Claim(s) ____ are subject to restriction and/or election requirement.

Application Papers

9) The specification is objected to by the Examiner.
 10) The drawing(s) filed on 26 October 2000 is/are: a) accepted or b) objected to by the Examiner.
 Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
 Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
 11) The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12) Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
 a) All b) Some * c) None of:
 1. Certified copies of the priority documents have been received.
 2. Certified copies of the priority documents have been received in Application No. _____.
 3. Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) Notice of References Cited (PTO-892)
 2) Notice of Draftsperson's Patent Drawing Review (PTO-948)
 3) Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08)
 Paper No(s)/Mail Date _____.
 4) Interview Summary (PTO-413)
 Paper No(s)/Mail Date _____.
 5) Notice of Informal Patent Application (PTO-152)
 6) Other: _____.

DETAILED ACTION

Specification

1. The disclosure is objected to because of the following informalities:

- On page 3, lines 24, "exits" should be –exists–.

2. The numbering of claims is not in accordance with 37 CFR 1.126 which requires the original numbering of the claims to be preserved throughout the prosecution. When claims are canceled, the remaining claims must not be renumbered. When new claims are presented, they must be numbered consecutively beginning with the number next following the highest numbered claims previously presented (whether entered or not).

Misnumbered claims 62-71 shall be renumbered 61-70, respectively. Appropriate correction is required.

Claim Rejections - 35 USC § 103

3. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

4. Claims 1-37 are rejected under 35 U.S.C. 103(a) as being unpatentable over Karmarkar (U.S. Patent No. 6,508,709) in view of MacKenzie et al. (U.S. Patent No. 6,757,825).

Regarding claim 1, Karmarkar teaches a casino gaming system, comprising:

- At least one gaming machine (fig. 1C, ref. num 46);
- A gaming server including a plurality of keys (fig. 1B, ref. num 10); and
- A network bus interconnecting said at least one gaming machine and said gaming server, said network bus used to transmit information between said at least one gaming machine and said gaming server (fig. 1B, ref. num 44 and 48),
- Said at least one gaming machine using said at least one of said plurality of keys to encrypt said information (fig. 14B, ref. num 646) and
- Said at least one gaming machine transmitting said encrypted information over said network bus (fig. 14B, ref. num 648).

Karmarkar does not teach said gaming server transmitting at least one of said plurality of keys over said network bus to said at least one gaming machine.

MacKenzie et al. teaches said gaming server transmitting at least one of said plurality of keys over said network bus to said at least one gaming machine (col. 3, lines 8-11).

It would have been obvious to one of ordinary skill in the art, at the time the invention was made, to combine said gaming server transmitting at least one of said plurality of keys over said network bus to said at least one gaming

machine, as taught by MacKenzie et al., with the system of Karmarkar. It would have been obvious for such modifications because transmitting the server's public key will provide the recipients the proper encryption key to encrypt their data. The server can then use its private key to decrypt the data.

Regarding claim 17, Karmarkar teaches a casino gaming system, comprising:

- A plurality of gaming machines (fig. 1C, ref. num 46);
- A gaming server (fig. 1B, ref. num 10) comprising: each of said plurality of keys including a time stamp, said time stamp indicating a period of time for which each of said plurality of keys is used; a random number generator that generates said plurality of keys; and an encryption algorithm (col. 6, lines 59-65 and col. 12, lines 35-37),
- A network bus interconnecting said plurality of gaming machines and said gaming server, said network bus used to transmit information between said plurality of gaming machines and said gaming server (fig. 1B, ref. num 44 and 48),
- Said gaming server transmitting said at least one of said plurality of keys over said network bus to at least one of said plurality of gaming machines where said key is decrypted (fig. 14A, ref. num 630 and 632),
- Said at least one of said plurality of gaming machines using said at least one of said plurality of keys to encrypt said information (fig. 14B, ref. num 646),

- Said at least one of said plurality of gaming machines transmitting said encrypted information over said network bus (fig. 14B, ref. num 648).

Karmarkar does not teach the gaming server comprising a plurality of keys, said gaming server using said encryption algorithm to encrypt at least one of said plurality of keys.

MacKenzie et al. teaches the gaming server comprising a plurality of keys, said gaming server using said encryption algorithm to encrypt at least one of said plurality of keys (col. 3, lines 8-11).

It would have been obvious to one of ordinary skill in the art, at the time the invention was made, to combine the gaming server comprising a plurality of keys, said gaming server using said encryption algorithm to encrypt at least one of said plurality of keys, as taught by MacKenzie et al., with the system of Karmarkar. It would have been obvious for such modifications because transmitting the server's public key will provide the recipients the proper encryption key to encrypt their data. The server can then use its private key to decrypt the data.

Regarding claim 25, Karmarkar teaches a method for communicating information using a casino gaming system having at least one gaming machine and a gaming server, said method comprising the steps of:

- Establishing a first communication link between said at least one gaming machine and said gaming sever (fig. 1B, ref. num 44);
- Encrypting information sent from said at least one gaming machine using said at least one of said plurality keys (fig. 14B, ref. num 646);
- Second transmitting said encrypted information over said first communication link from said at least one gaming machine (fig. 14B, ref. num 648); and
- Decrypting said received encrypted information (fig. 14A, ref. num 650).

Karmarkar does not teach first transmitting at least one of a plurality of keys stored at said gaming server over said first communication link from said gaming server to said at least one gaming machine.

MacKenzie et al. teaches first transmitting at least one of a plurality of keys stored at said gaming server over said first communication link from said gaming server to said at least one gaming machine (col. 3, lines 8-11).

It would have been obvious to one of ordinary skill in the art, at the time the invention was made, to combine first transmitting at least one of a plurality of keys stored at said gaming server over said first communication link from said gaming server to said at least one gaming machine, as taught by MacKenzie et al., with the method of Karmarkar. It would have been obvious for such modifications because transmitting the server's public key will provide the

recipients the proper encryption key to encrypt their data. The server can then use its private key to decrypt the data.

Regarding claims 2, 18, and 26, the combination of Karmarkar in view of MacKenzie et al. teaches wherein said plurality of keys are symmetric keys (see col. 6, lines 59-65 of Karmarkar).

Regarding claims 3, 19, and 27, the combination of Karmarkar in view of MacKenzie et al. teaches wherein said symmetric keys are session keys (see col. 5, lines 39-42 of MacKenzie et al.).

Regarding claim 4, the combination of Karmarkar in view of MacKenzie et al. teaches wherein said symmetric keys comprise Data Encryption Standard (DES) algorithms (see col. 6, lines 59-65 of Karmarkar).

Regarding claim 5, the combination of Karmarkar in view of MacKenzie et al. teaches wherein said symmetric keys comprise triple Data Encryption Standard (triple-DES) algorithms (see col. 12, line 28 of Karmarkar).

Regarding claims 6, 20, and 28, the combination of Karmarkar in view of MacKenzie et al. teaches wherein said plurality of keys comprise asymmetric key pairs (see col. 6, lines 59-65 of Karmarkar).

Regarding claims 7, 21, and 29, the combination of Karmarkar in view of MacKenzie et al. teaches wherein said asymmetric keys are session keys (see col. 5, lines 39-42 of MacKenzie et al.).

Regarding claim 8, the combination of Karmarkar in view of MacKenzie et al. teaches wherein said asymmetric key pairs comprise Rivest, Shamir, and Adleman (RSA) algorithms (see col. 6, lines 59-65 of Karmarkar).

Regarding claims 9 and 30, the combination of Karmarkar in view of MacKenzie et al. teaches wherein said gaming server is interconnected to an outside network (see fig. 1C, ref. num 52 of Karmarkar).

Regarding claims 10 and 31, the combination of Karmarkar in view of MacKenzie et al. teaches wherein said outside network is the Internet (see fig. 1C, ref. num 52 of Karmarkar).

Regarding claim 11, the combination of Karmarkar in view of MacKenzie et al. teaches wherein each of said plurality of keys includes a time stamp, said time stamp indicating a period of time for which each of said plurality of keys is used (see col. 12, lines 35-37 of Karmarkar).

Regarding claims 12 and 32, the combination of Karmarkar in view of MacKenzie et al. teaches wherein said gaming server further comprises a

random number generator that generates said plurality of keys (see col. 8, line 64 through col. 9, line 4 of Karmarkar).

Regarding claim 13, the combination of Karmarkar in view of MacKenzie et al. teaches said gaming server further comprising:

- An encryption algorithm, said gaming server using said encryption algorithm to encrypt said at least one of said plurality of keys (see col. 6, lines 59-65 of Karmarkar),
- Said gaming server transmitting said encrypted at least one of said plurality of keys over said network bus to said at least one gaming machine (see col. 3, lines 8-11 of MacKenzie et al.).

Regarding claims 14 and 22, the combination of Karmarkar in view of MacKenzie et al. teaches wherein said encrypted information is transmitted over said network bus to another of said at least one gaming machines (see col. 23, lines 10-12 of Karmarkar).

Regarding claims 15 and 23, the combination of Karmarkar in view of MacKenzie et al. teaches wherein said encrypted information is transmitted over said network bus to said gaming server (see fig. 14B, ref. num 646-650 of Karmarkar).

Regarding claims 16 and 24, the combination of Karmarkar in view of MacKenzie et al. teaches further comprising:

- An outside network connected to said gaming server (see fig. 1C, ref. num 52 of Karmarkar); and
- A remote computer connected to said outside network wherein said encrypted information is transmitted over said network bus and said outside network to said remote computer (see fig. 1C, ref. num 54 of Karmarkar).

Regarding claim 33, the combination of Karmarkar in view of MacKenzie et al. teaches further comprising the steps of encrypting each of said plurality of keys transmitted from said gaming server to said at least one gaming machine (see col. 3, lines 8-11 of MacKenzie et al.).

Regarding claim 34, the combination of Karmarkar in view of MacKenzie et al. teaches wherein said step of second transmitting further comprises transmitting said encrypted information over said first communication link to another of said at least one gaming machine, and wherein said step of decrypting further comprises decrypting said received encrypted information at said another of said at least one gaming machine (see col. 23, lines 10-12 and fig. 14B, ref. num 632 of Karmarkar).

Regarding claim 35, the combination of Karmarkar in view of MacKenzie et al. teaches wherein said step of transmitting further comprises second transmitting said encrypted information over said first communication link to said gaming server, and wherein said step of decrypting further comprises decrypting said received encrypted information at said gaming server (see fig. 14A, ref. num 650 of Karmarkar).

Regarding claim 36, the combination of Karmarkar in view of MacKenzie et al. teaches further comprising the step of establishing a second communication link between said gaming server and a remote computer (see fig. 1C, ref. num 52 and 54 of Karmarkar).

Regarding claim 37, the combination of Karmarkar in view of MacKenzie et al. teaches wherein said step of transmitting further comprises transmitting said encrypted information over said first communication link and said second communication link to said remote computer, and wherein said step of decrypting further comprises decrypting said received encrypted information at said remote computer (see fig. 14A, ref. num 630 and fig. 14B, ref. num 632 of Karmarkar).

Claims 38-48 are rejected under 35 U.S.C. 103(a) as being unpatentable over Karmarkar (USPN '709) in view of Van Oorschot (U.S. Patent No. 6,370,249).

Regarding claim 38, Karmarkar teaches a casino gaming system for communicating information using asymmetric key pairs that includes a private key and a public key, said casino gaming system comprising:

- A plurality of gaming machines (fig. 1C, ref. num 46);
- A network bus interconnecting said plurality of gaming machines and said certificate authority server (fig. 1B, ref. num 44 and 48),
- Said at least one of said plurality of gaming machines using said at least one of said plurality of said public keys to encrypt information (fig. 14B, ref. num 646),
- Said at least one of said plurality of gaming machines transmitting said encrypted information over said network bus (fig. 14B, ref. num 648).

Karmarkar does not teach a certificate authority server including a memory storing at least a plurality of said public keys of said asymmetric key pairs, said certificate authority server transmitting at least one of said plurality of public keys over said network bus to at least one of said plurality of gaming machines wherein said certificate authority server signs said at least one of said plurality of public keys transmitted over said network bus.

Van Oorschot teaches a certificate authority server including a memory storing at least a plurality of said public keys of said asymmetric key pairs (fig. 1, ref. num 72), said certificate authority server transmitting at least one of said plurality of public keys over said network bus to at least one of said plurality of

gaming machines wherein said certificate authority server signs said at least one of said plurality of public keys transmitted over said network bus (col. 3, lines 13-33).

It would have been obvious to one of ordinary skill in the art, at the time the invention was made, to combine a certificate authority server including a memory storing at least a plurality of said public keys of said asymmetric key pairs, said certificate authority server transmitting at least one of said plurality of public keys over said network bus to at least one of said plurality of gaming machines wherein said certificate authority server signs said at least one of said plurality of public keys transmitted over said network bus, as taught by Van Oorschot, with the system of Karmarkar. It would have been obvious for such modifications because a certificate authority enables to gaming machine to 'trust' the public keys being received. In a non-certificate authority environment, the gaming machine (client) has to perform additional authentication with the server in order to obtain the same trust level as with the certificate authority. This saves time, which is especially important in a real-time application.

Regarding claim 39, the combination of Karmarkar in view of Van Oorschot teaches wherein each of said plurality of gaming machines validates said at least one of said signed plurality of public keys received from said network bus (see col. 1, lines 43-50 of Van Oorschot).

Regarding claim 40, the combination of Karmarkar in view of Van Oorschot teaches wherein said certificate authority server is connected to an outside network (see fig. 1C, ref. num 52 of Karmarkar).

Regarding claim 41, the combination of Karmarkar in view of Van Oorschot teaches wherein said outside network is the Internet (see fig. 1C, ref. num 52 of Karmarkar).

Regarding claim 42, the combination of Karmarkar in view of Van Oorschot teaches wherein said encrypted information is transmitted over said network bus to another of said at least one gaming machines (see col. 23, lines 10-12 of Karmarkar).

Regarding claim 43, the combination of Karmarkar in view of Van Oorschot teaches wherein said encrypted information is transmitted over said network bus to said gaming server (see fig. 14B, ref. num 646-650 of Karmarkar).

Regarding claim 44, the combination of Karmarkar in view of Van Oorschot teaches further comprising:

- An outside network connected to said gaming server (see fig. 1C, ref. num 52 of Karmarkar); and
- A remote computer connected to said outside network wherein said encrypted information is transmitted over said network bus and said

outside network to said remote computer (see fig. 1C, ref. num 54 of Karmarkar).

Regarding claim 45, the combination of Karmarkar in view of Van Oorschot teaches wherein said network bus is connected to at least one gaming server, said certificate authority server transmitting at least one of said plurality of said public keys to said at least one gaming server, said gaming server encrypts information using said at least one of said plurality of said public keys, said gaming server transmits said encrypted information over said network bus (see fig. 6, ref. num 182 of Van Oorschot).

Regarding claim 46, the combination of Karmarkar in view of Van Oorschot teaches wherein said gaming server further comprises a random number generator that generates said plurality of keys (see col. 8, line 64 through col. 9, line 4 of Karmarkar).

Regarding claim 47, the combination of Karmarkar in view of Van Oorschot teaches wherein each of said plurality of keys includes a time stamp, said time stamp indicating a period of time for which each of said plurality of keys is used (see col. 12, lines 35-37 of Karmarkar).

Regarding claim 48, the combination of Karmarkar in view of Van Oorschot teaches wherein said network bus is connected to a plurality of other

certificate authority servers (see fig. 2 of Van Oorschot), said certificate authority server transmitting at least one of said plurality of said public keys to said plurality of other certificate authority servers wherein said plurality of other certificate authority servers encrypts information using said at least one of said plurality of said public keys and transmits said encrypted information over said network bus (see fig. 2, ref. num 34, 46, and 58 of Van Oorschot).

Claims 49-60 and 62-71 are rejected under 35 U.S.C. 103(a) as being unpatentable over Karmarkar (USPN '709) in view of Matsumoto et al. (U.S. Patent No. 6,711,264).

Regarding claims 49 and 55-57, Karmarkar teaches a casino gaming system connected to at least one outside computer via an outside network, said casino gaming system comprising:

- A gaming server (fig. 1B, ref. num 10);
- A plurality of gaming machines located in a casino (fig. 1C, ref. num 46);
- A plurality of access switches, each one of said plurality of access switches individually connected to a different one of said plurality of gaming machines (col. 7, lines 20-42);
- A network bus connected to said gaming server and each of said plurality of access switches (fig. 1B, ref. num 44, 48);
- Said outside network connected to said gaming server (fig. 1C, ref. num 52),

- One of said plurality of access switches connecting one of said plurality of gaming machines and said outside computer over said outside network, so as to enable a remote player of said outside computer to play said one of said plurality of gaming machines (fig. 1C, ref. num 52, 54).

Karmarkar does not teach connecting the gaming machine to the access switch when said one of said plurality of gaming machines is idle.

Matsumoto et al. teaches connecting the gaming machine to the access switch when said one of said plurality of gaming machines is idle (col. 14, lines 17-32).

It would have been obvious to one of ordinary skill in the art, at the time the invention was made, to combine connecting the gaming machine to the access switch when said one of said plurality of gaming machines is idle, as taught by Matsumoto et al., with the system of Karmarkar. It would have been obvious for such modifications because selecting an idle machine prevents errors from occurring on a machine that is being simultaneously used by two different people.

Regarding claims 58, 69, and 71, Karmarkar teaches a method for communicating with a plurality of gaming machines in a casino, said plurality of

gaming machines connected to a gaming server, said method comprising the steps of:

- Receiving a request from an outside network for an identified one of said plurality of gaming machines, said request initiated by a remote player (fig. 14B, ref. num 604); and
- Providing a secured communication link between said outside network and said identified one of said plurality of gaming machines, so as to enable the remote player to play a casino game at said identified one of said plurality of gaming machines (fig. 1B, ref. num 48 and 50 and fig. 1C, ref. num 52 and 54).

Karmarkar does not teach waiting for an idle gaming machine, or delivering to said outside network a gaming machine unavailable message when said identified one of said plurality of gaming machines is in use.

Matsumoto et al. teaches waiting for an idle gaming machine and delivering to said outside network a gaming machine unavailable message when said identified one of said plurality of gaming machines is in use (col. 14, lines 17-32).

It would have been obvious to one of ordinary skill in the art, at the time the invention was made, to combine waiting for an idle gaming machine and delivering to said outside network a gaming machine unavailable message when

said identified one of said plurality of gaming machines is in use, as taught by Matsumoto et al., with the system of Karmarkar. It would have been obvious for such modifications because waiting for a machine to be idle prevents errors from occurring on a machine that is being simultaneously used by two different people.

Regarding claims 50 and 68, the combination of Karmarkar in view of Matsumoto et al. teaches wherein said outside network is the Internet (see fig. 1C, ref. num 52 of Karmarkar).

Regarding claim 51, the combination of Karmarkar in view of Matsumoto et al. teaches further comprising a certificate authority server connected to said network bus, said certificate authority server including a plurality of public keys of a plurality of asymmetric key pairs (see col. 21, lines 36-48 of Matsumoto et al.).

Regarding claim 52, the combination of Karmarkar in view of Matsumoto et al. teaches wherein said outside computer acquires one of said plurality of public keys from said certificate authority server via said outside network and said network bus, said outside computer using said one of said plurality of public keys to encrypt information transmitted to said one of said plurality of gaming machines over said outside network and said network bus (see col. 21, lines 36-54 of Matsumoto et al.).

Regarding claim 53, the combination of Karmarkar in view of Matsumoto et al. teaches wherein information communicated between said outside computer and said one of said plurality of gaming machines over said outside network and said network bus is encrypted using asymmetric key pairs (see col. 6, lines 59-65 of Karmarkar).

Regarding claim 54, the combination of Karmarkar in view of Matsumoto et al. teaches wherein information communicated between said outside computer and said one of said plurality of gaming machines over said outside network and said network bus is encrypted using symmetric keys (see col. 6, lines 59-65 of Karmarkar).

Regarding claim 59, the combination of Karmarkar in view of Matsumoto et al. teaches wherein said step of receiving a request further comprising the steps of entering player identification information; and providing said entered player identification information to a database (see fig. 14A, ref. num 608 and 610 of Karmarkar).

Regarding claim 60, the combination of Karmarkar in view of Matsumoto et al. teaches wherein said step of providing said entered player identification information further comprises the steps of:

- Comparing said entered player identification information to said database (see fig. 14A, ref. num 605 of Karmarkar); and

- Providing said secured communication link between said outside network and said identified one of said plurality of gaming machines if said entered identification information matches an entry in said database (see fig. 14A, ref. num 614 and below of Karmarkar).

Regarding claim 62, the combination of Karmarkar in view of Matsumoto et al. teaches wherein said entered player identification information is credit card information (see col. 24, line 26 of Karmarkar).

Regarding claim 63, the combination of Karmarkar in view of Matsumoto et al. teaches further comprising the steps of documenting information about the remote player (see col. 24, lines 15-67 of Karmarkar).

Regarding claim 64, the combination of Karmarkar in view of Matsumoto et al. teaches wherein said documented information comprises information about the remote player (see col. 24, lines 19-27 of Karmarkar).

Regarding claim 65, the combination of Karmarkar in view of Matsumoto et al. teaches wherein said documented information comprises a time for which the remote player plays said one of said plurality of gaming machines (see col. 12, lines 35-37 of Karmarkar).

Regarding claim 66, the combination of Karmarkar in view of Matsumoto et al. teaches wherein said documented information comprises a location from which the remote player is playing (see col. 23, lines 13-15 of Karmarkar).

Regarding claim 67, the combination of Karmarkar in view of Matsumoto et al. teaches wherein said documented information comprises an amount the remote player has wagered (see col. 21, lines 1-5 of Karmarkar).

Regarding claim 70, the combination of Karmarkar in view of Matsumoto et al. teaches wherein said plurality of gaming machines are located in a casino (see col. 5, line 66 through col. 6, line 1 of Karmarkar).

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Brandon Hoffman whose telephone number is 571-272-3863. The examiner can normally be reached on M-F 8:30 - 5:00.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Ayaz Sheikh can be reached on 571-272-3795. The fax phone number for the organization where this application or proceeding is assigned is 703-872-9306.

Art Unit: 2136

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

Brandi Naf

BH

[Handwritten signature]
AV2131
12/1/04